What is claimed:

1.   A method of establishing a peer-to-peer communication between an originating computing device and a receiving computing device over a network channel that identified communicating devices without having a streaming server over the network channel, said method comprising the steps of:

sending a message from said originating computing device to said receiving computing device over a first listening port;

opening a receiver and establishing a first network address and a port number of the originating computing device,

generating a link channel with the originating computing device and triggering the streaming process and establishing communication between the originating computer device and the receiving computer device over the network channel using the first network address.

2.   The method according to claim 1 further comprising the step of:

establishing a link with the originating computing device over a second listening port.

3.   The method according to claim 1 further comprising the step of opening multiple channels between at least two computing devices, and enabling a two-way full duplex streaming communication.

4.   The method according to claim 3 wherein one streaming signal traverses in the originating computer device form a capture module through a RTP Processor, the Session Manager, the Internet, the receiving computer device and to the Player for content presentation, and

the second streaming signal flows from a remote computing device to the originating computer device.

5.   The method according to claim 1, further comprising the step of connecting the originating computer device and the receiving computer device to an IP network with network addresses, said addresses being permanent or dynamically assigned.

6.   The method according to claim 5, further comprising a remote receiving device, wherein the user of the remote receiving device is in a listening status waiting for a request for peer-to-peer multimedia streaming from an originating computer device.

7.   An apparatus for supporting an interactive, direct, peer-to-peer multimedia streaming over a network channel, said apparatus comprising:

a capture device for input of a content signal,

a player to present the output content signal,

a format converter,

a TRX transmission unit for sending a streaming signal, and

a RCV receiver to intercept and receive the streaming signal.

8.   An apparatus for supporting a one-way, half duplex, peer-to-peer, multimedia streaming across a network channel, said apparatus comprising an originating computing device and a remote receiving computing device, said originating computing device further comprising a capture device, an RTP processor and a Session Manager, and said remove receiving computing device comprising a Player and the Session Manager.

9.   The apparatus according to claim 7 further comprising a Session Manager, said Session Manager further comprising of sub-modules including a Streaming Request Initiator, a Link Establishment Unit, a Channel Communicator, a Transmission Unit, a Receiver Unit or a Channel Control.

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10. The apparatus according to claim 7, for realizing the direct peer-to-peer multimedia streaming, characterized by the absence of a server between two or more computing devices.